

CLAIMS

What is claimed is:

- 5 1. A gaming system for providing a game, comprising:
 personal attribute information storing means for storing personal
 attribute information corresponding to each of a plurality of players; and
 special game shift means for causing the game to shift from a
 normal mode to a special mode based on the personal attribute information
10 of at least one of the plurality of players.

2. The gaming system according to claim 1, further comprising:
 player group generating means for generating a player group being
 composed of at least the plurality of players based on the personal attribute
15 information of each of the plurality of players,
 wherein the game is caused to shift from the normal mode to the
 special mode based on the personal attribute information of each of the
 players of the player group.

- 20 3. The gaming system according to claim 1, wherein the
 personal attribute information is composed of basic information originating
 from each of the plurality of the players.

- 25 4. The gaming system according to claim 1, wherein at least
 one of the players playing the game in the special mode has a greater
 advantage than in the normal mode.

5. The gaming system according to claim 1, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining respective ranking positions of the players are awarded in a larger amount to a winner of the
5 game in the special mode than in the normal mode.

6. A gaming system for providing a game, comprising:

- (1) a gaming machine connected to a communications network; and
- (2) a gaming server connected to the communications network,

10 wherein the gaming server comprising:

a storage device for storing personal attribute information corresponding to each of a plurality of players; and

a control device for determining whether the game is caused to shift from a normal mode to a special mode, and

15 wherein the control device determines whether the game is caused to shift to another special mode being entitled with a game name based on features of the personal attribute information so that a title after the game name is awarded to a winner of the game.

20 7. The gaming system according to claim 6, wherein the personal attribute information is composed of basic information originating from each of the plurality of players.

25 8. The gaming system according to claim 6, wherein at least one of the players with the game in the special mode has a greater advantage than in the normal mode.

9. The gaming system according to claim 6, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining ranking positions of the players are awarded by the control device in a larger amount to a 5 winner of the game in the special mode than in the normal mode.

10. A gaming method utilizing a gaming machine connected to a communications network; and a gaming server provided with a personal attribute information storing region for storing personal attribute 10 information corresponding to each of a plurality of players participating in a game, the gaming method comprising:

determining whether an event for causing the game to shift to a special mode entitled a game name based on features of the personal attribute information is to be generated;

15 transmitting a signal for causing the game to shift to the special mode to the gaming machine through the communications network in response to the generated event; and

awarding a title after the game name to a winner of the game according to the generated event

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11. The gaming method according to claim 10, further comprising:

generating a player group based on the features of the personal attribute information; and

25 determining whether an event for causing the game to shift to the special mode is to be generated based on the features of the personal attribute information of each of the players of the player group.

12. The gaming method according to claim 10, wherein the personal attribute information comprises basic information originating from each of the players.

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13. The gaming method according to claim 10, wherein at least one of the players with the game in the special mode has a greater advantage than before shifting.

10 14. The gaming method according to claim 10, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than before shifting.

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